COMPUTER TECHNOLOGY

at Arcadia University

Global Perspective…Personal Attention…Real-World Integrative Learning Experiences

Faculty

Professors
Dr. Louis M. Friedler (Chair)
Dr. Carlos E. Ortiz
Dr. Edward F. Wolff

Associate Professor
Dr. Yanxia Jia (Computer Science Program Director)
Dr. Xizhong Zheng

Assistant Professors
Dr. Richard J. Arras
Dr. Kathy Macropol

Adjunct Professors
Michael Engel
Richard Garvin
Barbara Kulp
Lewis Motter
Daphne Ewing

Director of Developmental Mathematics
Renee Starr

Degree

Bachelor of Arts in Computing Technology
Design Option
Technical Option

Related Fields of Study
Computer Science
Management Information Systems

Pathways to Study Abroad in Computer Technology

Majors in the Computer Science and Mathematics Department are strongly encouraged to take full advantage of the study abroad opportunities that Arcadia University offers. In recent years, students have studied at universities in England, Ireland, Scotland, Australia, and Italy. All benefited greatly from their experiences.

Students who plan to study abroad should meet with their advisers as soon as possible to discuss their options. This is especially true given that several of the Department's upper-level courses are taught on an alternating-year basis. Therefore, the best semesters to study abroad might differ from year to year. Several courses are part of sequences, and students are advised to take those entire sequences at Arcadia.

Many majors elect not to take any math or computing courses during their semester abroad, instead choosing humanities and social science courses that fulfill other Undergraduate Curriculum requirements. These latter courses are more apt to help students gain a rich knowledge and appreciation of the culture of the country in which they are studying.

Visit the University's website for Pathways to Study Abroad (www.arcadia.edu/pathways) and suggested course sequences. Since it is important that students plan ahead for study abroad, they should consult with their advisers as soon as possible and make their intentions known to the Department Chair and the Associate Dean of International Affairs.

About the B.A. in Computing Technology

- Preparation for careers in information technology
- Preparation for careers in website design
- Technical option and Design option
- Senior Capstone project for a real client
- Opportunities to study abroad at some of the top universities around the world

The Bachelor of Arts in Computing Technology is designed for the student who is more interested in networking and in infrastructure support (the Technical option) or Web design and implementation (the Design option) than in programming.

Housed in the Computer Science and Mathematics Department, this program combines a strong foundation in computing with either information technology management or fine arts skills.

This program shares many courses, including Capstone, with other Computer Science degree programs, but offers a wider scope.

Students may not major in both options in Computing Technology nor in both Computer Science and Computer Technology.

Internships: The Department encourages students to participate in internships in order to integrate their classroom work with real-world experience.

Senior Capstone Project: A highlight of the curriculum is the Capstone course sequence. In it, students design and implement a real project for an actual client. An alternate Capstone experience in research in computer science may be available to students with faculty approval.

Requirements for the Bachelor of Arts in Computing Technology

Note that some required courses may be offered evenings only or day only in certain semesters. Students should pay particular attention to the prerequisites for courses found in the course descriptions. Courses are often considered a series and must be taken in a specific order.

Common Curriculum for Both Option Programs

(27–30 credits as listed below, plus Undergraduate Curriculum and credit requirements.)

1. Seven courses in Computer Science

CS	107	Website Development I
CS	201	Problem-Solving with Algorithms and Programming I
CS	202	Problem-Solving with Algorithms and Programming II
CS	341	Computer Ethics
	or US 230	International Computer Ethics
CS	354	Database Management Systems Design
CS	490	Capstone Course I
CS	491	Capstone Course II

2. One course in English

EN 315		Technical Writing

3. One course in Mathematics

MA	230	Discrete Structures

Additional Requirements for the Design Option

(15-19 additional credits)

1. Two courses in Fine Arts

FA	103	Studio Art Foundations II
FA	270	Digital Imaging I

2. Two of the following:

FA	206	Introduction to Graphic Design
FA	250	Graphic Design I (Typography)
FA	251	Graphic Design II (Interactive Design)
FA	271	Digital Imaging II
CM	268	Visual Media and the Web

3. One course in Computer Science

CS	306	Building Web Applications

Requirements for the Technical Option

(19–20 additional credits)

1. Three courses in Computer Science

CS	203	Data Structures and Algorithm Analysis
CS	227	Computer Networking Fundamentals
CS	372	Data Communications I

2. Two of the following four courses in Business:

BA	201	Financial Accounting
BA	202	Managerial Accounting
BA	363	International Organizational Behavior
BA	369	Management Information Systems